

ZODIAC RUSH



READ
CAREFULLY

ZODIAC RUSH!

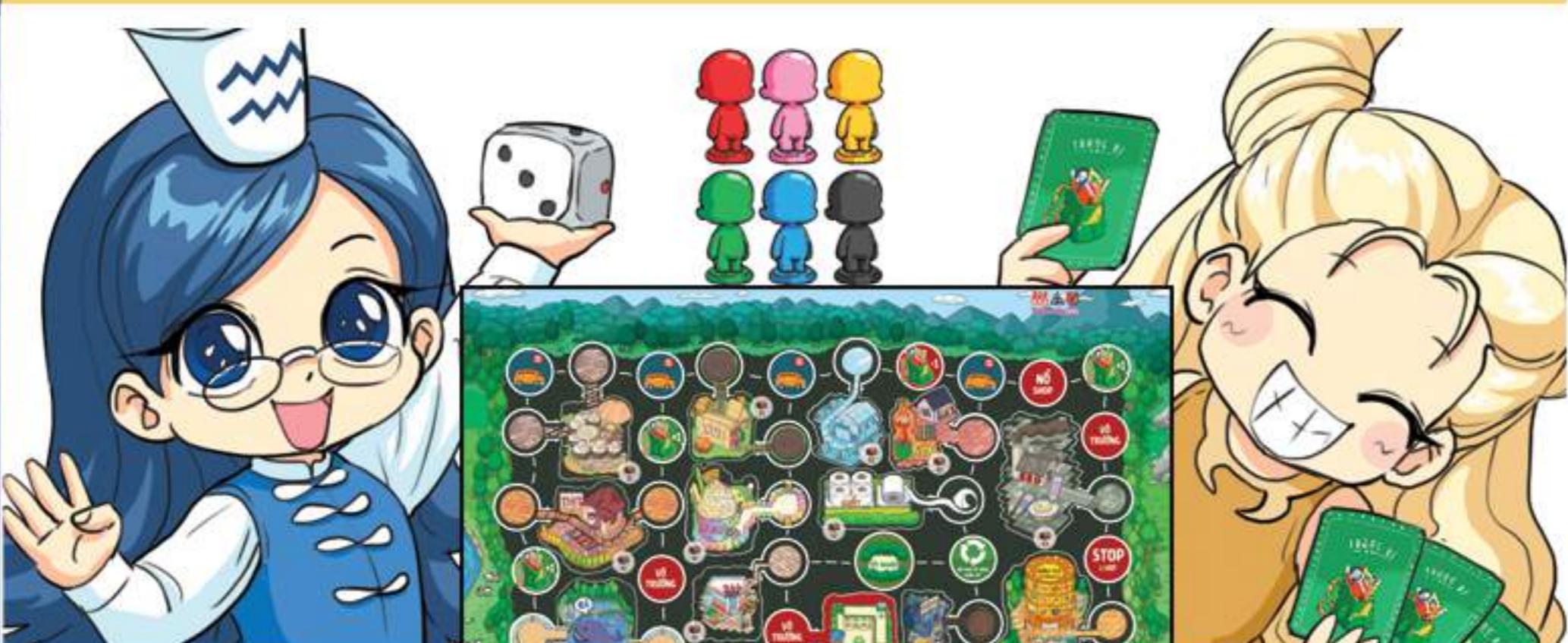
ARE YOU
READY?

BEFORE
STARTING

READ
CAREFULLY

NO
ARGUING

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RACE AS ZODIAC CHARACTERS TO COLLECT FOOD CRATES BEFORE A DEADLY COMET HITS AND EVERYTHING GET EXPLODED. HURRY! MOVE, GRAB CRATES, OUTSMART THE OTHERS, AND USE UNIQUE ABILITIES TO WIN. BRACE YOURSELF FOR AN RELENTLESSLY COMPETITIVE AND CHAOTIC GAMEPLAY.

3

THE STORY

THE GAME IS BASED ON VIETNAM'S BEST-SELLING COMIC BOOK SERIES, WHICH REVOLVES AROUND A GROUP OF ZODIAC FRIENDS.

OBJECTIVE:
SUPER SIMPLE! WHOEVER COLLECTS THE MOST SUPPLY CRATES WINS AND GETS THE TITLE OF "HERO OF RAINBOW PLANET"!

WAIT, WHY AM I HERE?

NOT COOL!
ARIES ARE NEVER 2ND PLACE! X

PLEASE, IT'S JUST EXAMPLE, YOU ARE NOT WINNING ANYWAY...

1

3

2

PISCES
ARIES
TAURUS

8



5



3



WHAT IF 2 OR MORE PLAYERS HAVE THE SAME NUMBER OF CRATES?

XEETT!

WE RACE 1 TIE-BREAKER ROUND! DETAILS ON PAGE 10

4

SETUP



PUT THE PLAYER TOKENS ON THE **START** CELL ON THE MAP

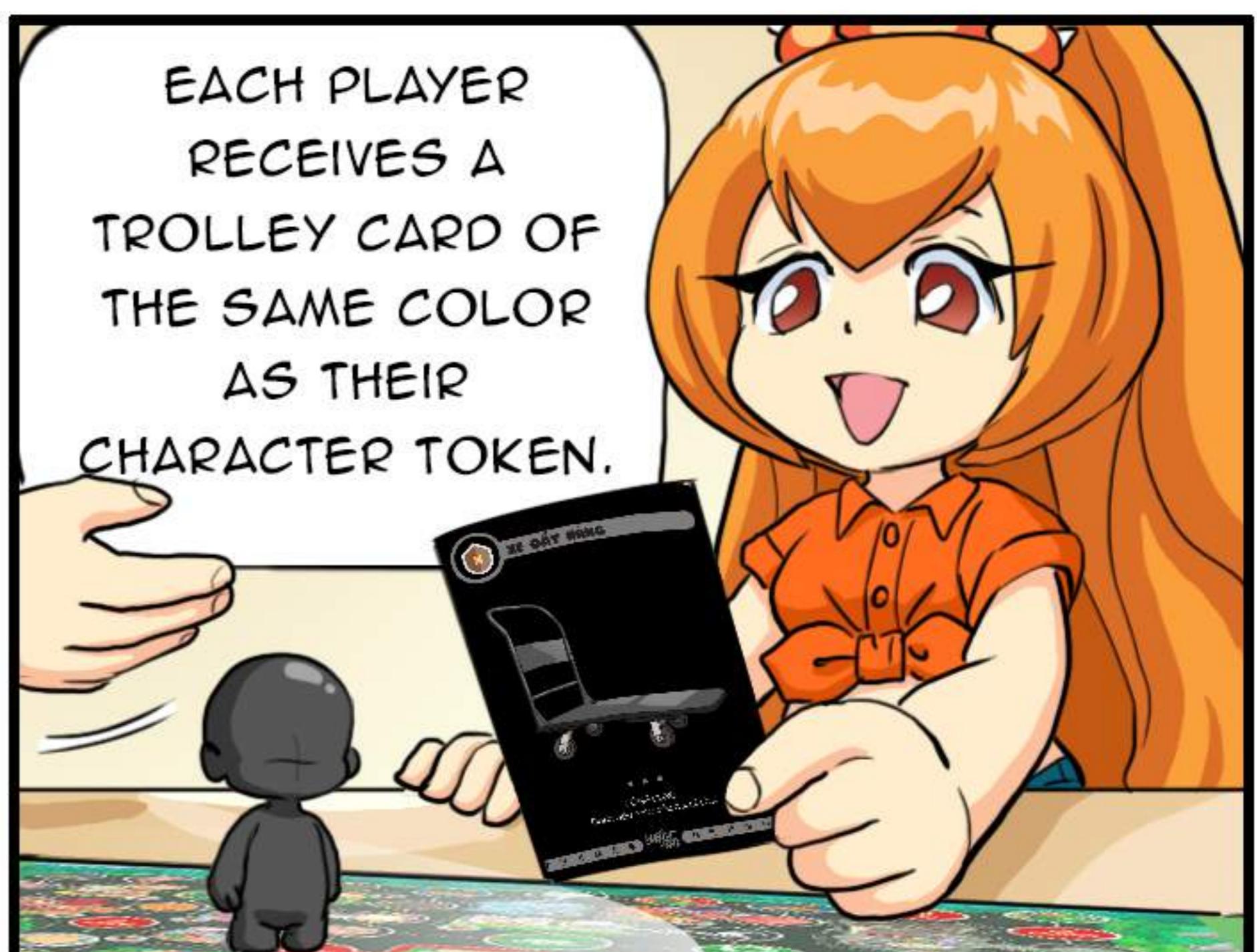
PUT THE CRATES ON EACH SHOP ACCORDING TO THE NUMBER INDICATED NEXT TO EACH SHOP.



NOTE: NO CRATES ON SCHOOL AND SUPERMARKET



EACH PLAYER RECEIVES A TROLLEY CARD OF THE SAME COLOR AS THEIR CHARACTER TOKEN.



EACH PLAYER RECEIVES 3 EQUIPMENT CARDS (HIDE THIS FROM YOUR OPPONENTS!)



..AND CHOOSES 1 ZODIAC CHARACTER CARD. PUT IT FACE-UP ON THE TABLE!



NOW ROLL THE DICE TO DECIDE WHO GOES FIRST



HIGHEST NUMBER GOES FIRST, IN A CLOCKWISE ORDER.



THE 1ST PLAYER WILL ALSO KEEP 20 COMET EVENT CARDS. DETAILS ON PAGE 9



5

GAME TURN

EACH PLAYER HAS
4 BASIC ACTIONS:

DETAILS ON EACH
ACTION:

- + DRAW A CARD AND ROLL THE DICE
- + MOVE YOUR FIGURE
- + COLLECT THE CRATES
- + USE YOUR CARDS

ACTION 1:

DRAW 1 NEW EQUIPMENT CARD AND ROLL THE DICE

YOU CAN NOT HOLD MORE THAN 5 EQUIPMENT CARDS. DISCARD AT THE END OF YOUR TURN UNTIL THERE ARE 5 CARDS ON YOUR HAND

6 CARDS. I HAVE TO DISCARD 1.

ACTION 2:
ROLL THE DICE AND MOVE YOUR TOKEN.



YOU CAN CHOOSE WHICH WAY YOU WANT TO GO.

ACTION 3:
COLLECT CRATES

I WANT IT THAT WAY!!!



EVERY TIME YOU REACH 1 SHOP

YOU GET 1 CRATE



6

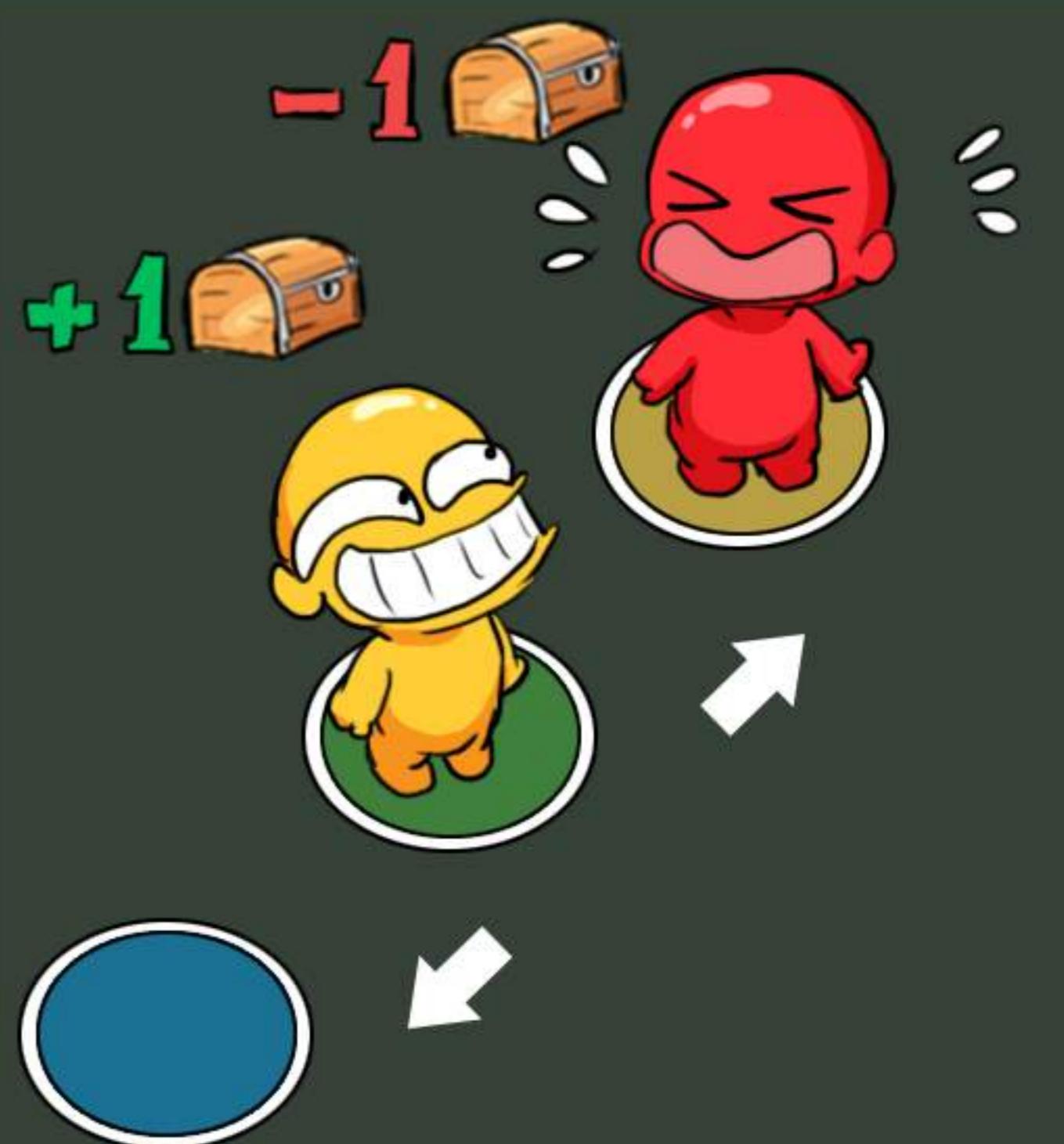
IF YOU ARE AT SUPERMARKET, YOU CAN TAKE 1 CRATE FROM ANY SHOP.



YOU CAN ALSO GO TO WHERE OTHER PLAYER IS STANDING...



.. "KICK" THEM OVER TO THE NEXT CELL AND "STEAL" 1 CRATE FROM THEM.



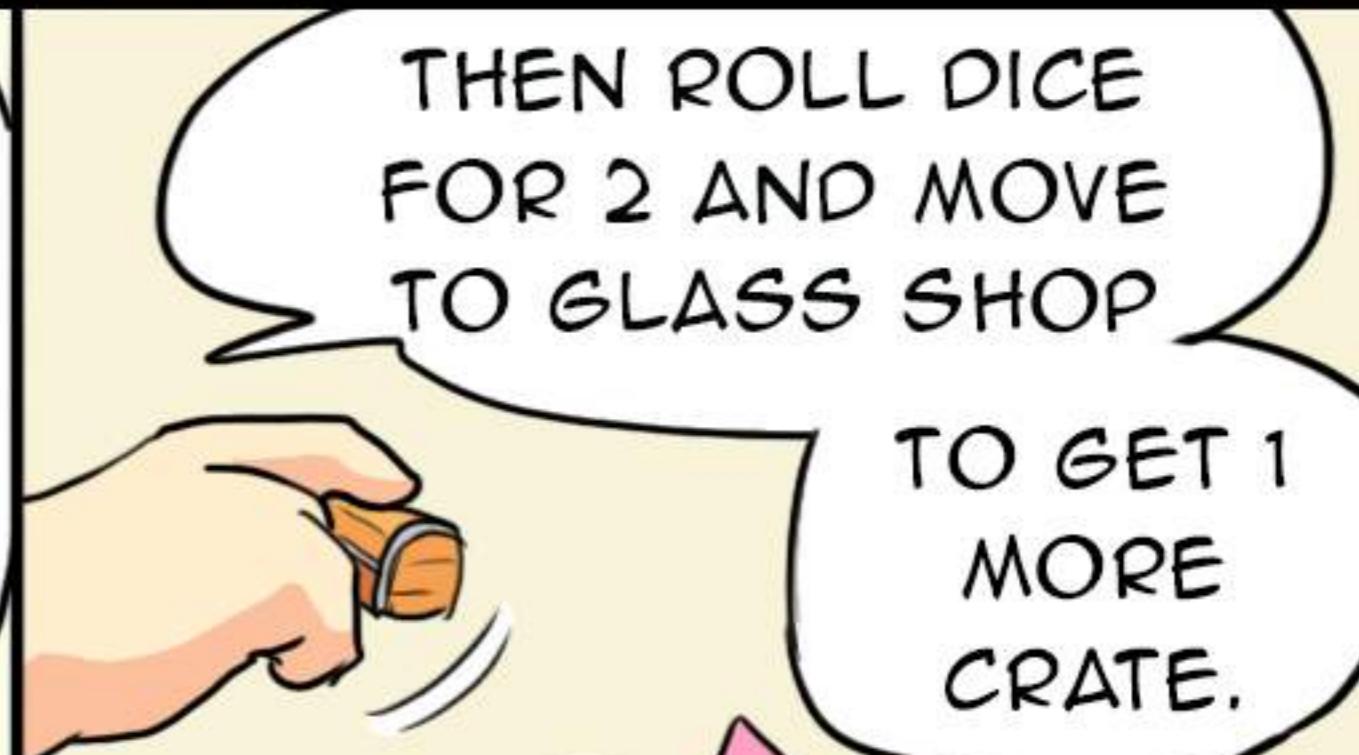
KICKING A PLAYER TO A CELL OF ANOTHER PLAYER CREATES A **CHAIN KICK EFFECT!**

THE LAST PLAYER TO BE KICKED HAS TO GIVE YOU 1 CRATE



ALSO, DO NOT FORGET TO USE YOUR CHARACTER SKILL AND EQUIPMENT CARDS!

I MOVE NEXT TO GREEN AND GET 1 CRATE FROM CAKE SHOP



THEN ROLL DICE FOR 2 AND MOVE TO GLASS SHOP TO GET 1 MORE CRATE.

BE STRATEGIC AND ACT COOL WHILE WINNING 😊



ACTION 4: USE CARDS

PLAYERS CAN USE ALL EQUIPMENT CARDS ON THEIR HANDS AND THEIR CHARACTER SKILL CARD (IF ACTIVATED)

RED EQUIPMENT CARDS CAN ONLY BE USED DURING YOUR TURN



Patin shoes allow you to move 2 extra cells.



Prohibit 1 player from moving in any form.

7

GREEN EQUIPMENT CARDS CAN BE USED WHENEVER YOU WANT.

THE UPCOMING EQUIPMENT CARD OVERRIDES THE CARD BEFORE

CHARACTER SKILL CARDS CAN ONLY BE NEGATED BY OTHER CHARACTER SKILL CARDS



LEADER

THIS SYMBOL MEANS YOU CAN NOT USE THE CARD WHILE AT SCHOOL

CAN ONLY BE USED BEFORE YOU ROLL THE DICE

SHUFFLE THE USED EQUIPMENT CARDS AND REUSE THEM IF THERE ARE NO MORE CARDS TO DRAW.

CHARACTER SKILL CARDS HAVE TO BE FACED DOWN AFTER USED. FACE THE CARDS UP WHEN YOU REACH THE "REACTIVATION" CELL.



EVENT CELLS



LET'S TAKE A CLOSER LOOK TO LEARN ABOUT THESE EVENT CELLS ON THE MAP.

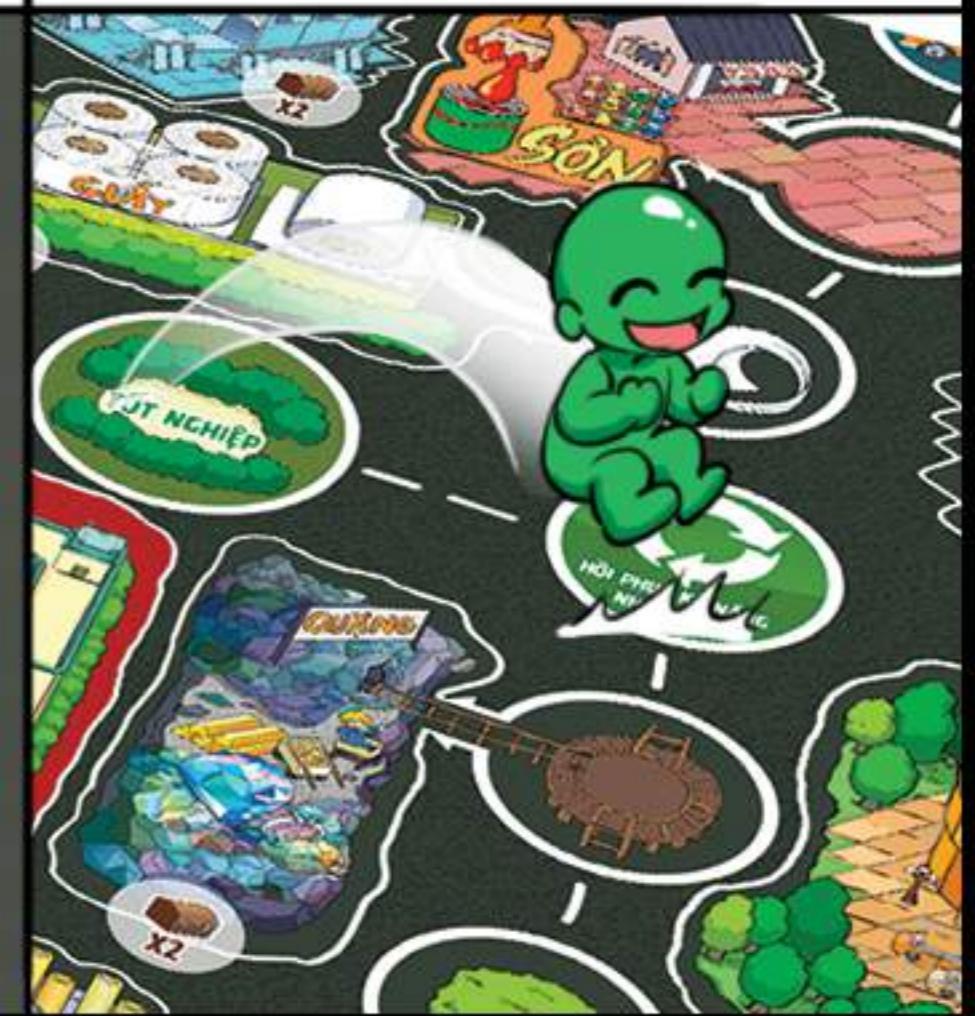
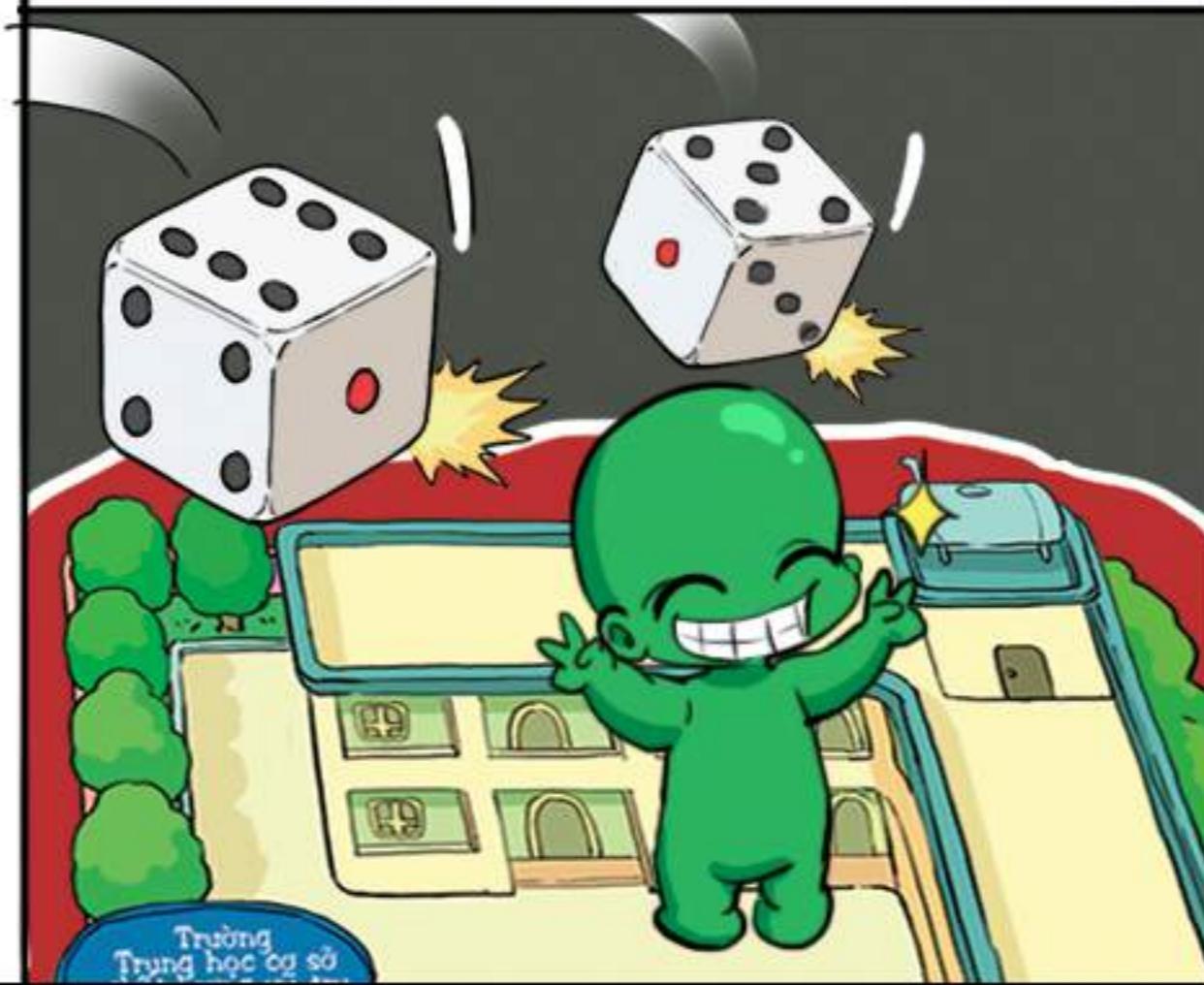
SCHOOL

ROLL DICE TWICE, IF YOU GET A 5 OR A 6 THEN CONGRATZ! YOU ARE NOW GRADUATED AND CAN MOVE TO "GRADUATED" CELL.

ALTERNATIVE: SOME CARDS CAN HELP YOU GET OUT OF SCHOOL. DON'T FORGET!

THEN CONTINUE TO PLAY NORMALLY

SCHOOL: INSTANTLY BE SENT TO SCHOOL. YOU HAVE TO SUBMIT WORK IN ORDER TO GRADUATE AND GET OUT OF SCHOOL.



BUS STATION: MOVE TO ANY BUS STATION ON THE MAP

+/- EQUIPMENT CARD:
DRAW/ DISCARD 1 EQUIPMENT CARD

STOP 1 TURN: UNABLE TO MOVE THE NEXT TURN BUT CAN STILL DRAW EQUIPMENT CARDS AND USE THEM.



SHOP EXPLOSION: CATASTROPHE INBOUND!!!

ROLL THE DICE. THE NUMBER ON THE DICE DETERMINES HOW MANY SHOPS WILL EXPLODE!

EXPLOSION



-1 CRATE: LOSE 1 CRATE. THIS CRATE WILL BE REMOVED FROM THE GAME.

9

BANG!!!

SHOP EXPLODED

WHAT HAPPENS???

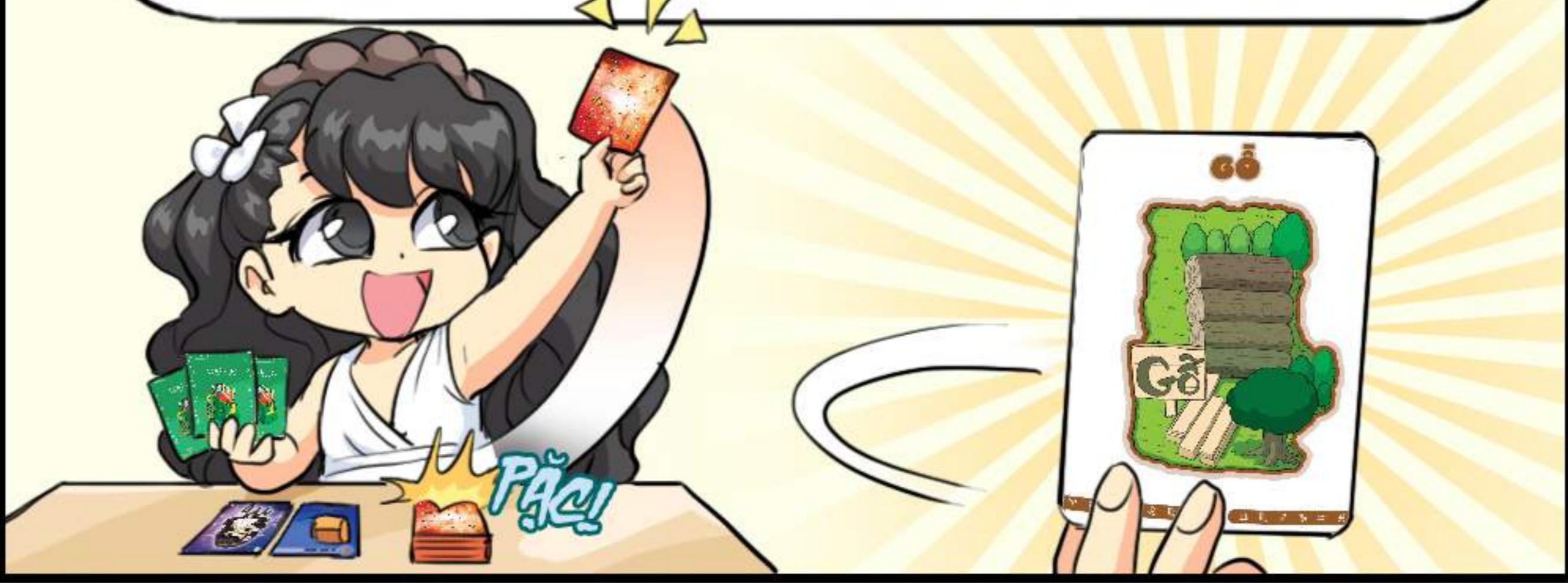
SHOP EXPLOSION: RUN FOR YOUR CRATES!!!



AFTER 1 ROUND, THE 1ST
PLAYER DRAWS 1 COMET
EVENT CARD



TO REVEAL WHICH SHOP WILL FACE THE WRATH OF
THE METEORITE SHOWER



ALL CRATES IN THAT
SHOP WILL BE
REMOVED FROM THE
GAME.



PLAYERS IN
FRONT OF THE
SHOP WILL ALSO
LOSE 1 CRATE.

THE GAME ENDS WHEN
THERE ARE NO MORE
CRATES ON THE MAP



PLAYER WITH THE MOST
CRATES WINS!



TIE-BREAKER

IF THERE ARE 2 OR MORE PLAYERS WITH THE SAME NUMBER OF CRATES AT THE END OF THE GAME...



... RACE ONE FINAL ROUND TO DETERMINE THE ULTIMATE WINNER!



TIE PLAYERS STAY IN THE SAME POSITION. CLEAR OUT ALL THE CRATES

REMOVE ALL OTHER PLAYERS

SHUFFLE THE PILE OF COMET EVENT CARDS AND DRAW 1 CARD



DON'T DRAW ANY EXTRA COMET EVENT CARD

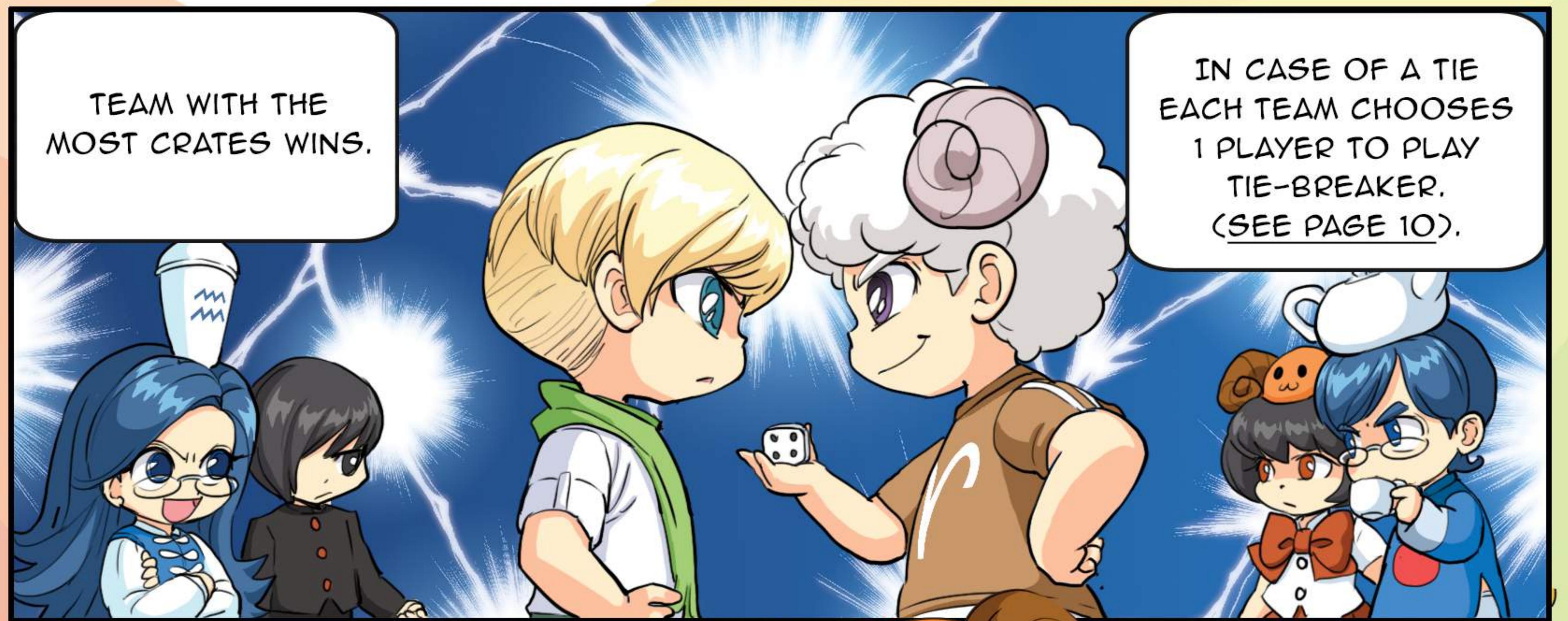
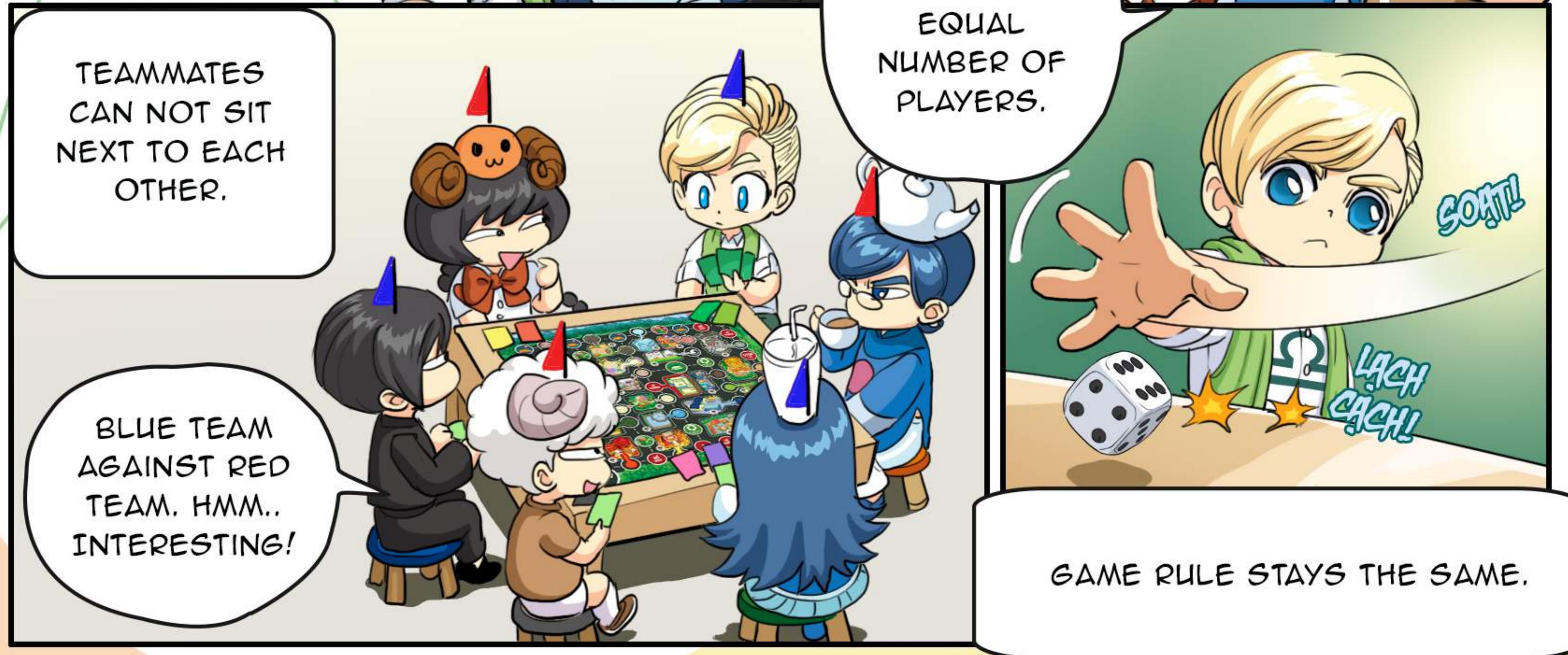
SEE YA IN 75 YEARS 😊

PHEWWW!!



FIRST PLAYER TO GET THIS LAST CRATE WINS THE GAME.

TEAM SCENARIO



ZODIAC RUSH!

components

in the game

32 CRATES



1 DICE



24 CHARACTER SKILL CARDS



46 EQUIPMENT CARDS



20 SHOP CARDS



6 TROLLEY CARDS



1 MAP